JALECO USA, INC

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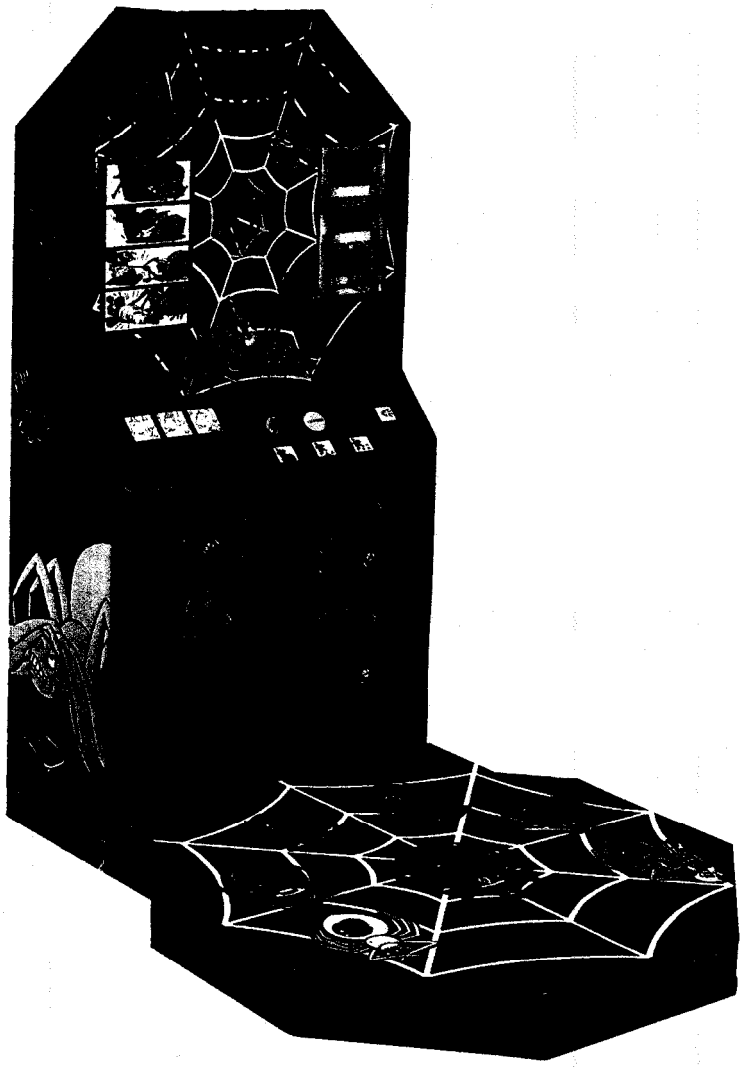
SPIDER STOMPIN'

Installation and Service Manual



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DISCLAIMERS & SAFETY GUIDE

The following safety precautions apply to all game operators and service personnel. Specific warnings and cautions will be found in this manual whenever they apply.

WARNING!

Properly Ground the Game

Players may receive an electrical shock if this game is not properly grounded! To avoid electrical shock, do not plug in the game until it has been inspected and properly grounded. This game should only be plugged into a grounded three-wire outlet, If you have only a two-wire outlet, we recommend you hire a licensed electrician to install a three-wire grounded outlet. If the coin door is not properly grounded, players may receive an electrical shock! After servicing any part on the doors, check that the grounding wire is firmly secured, After you have verified this , lock up the game.

AC Power Connection

Before you plug in the game, be sure that the game's power supply can accept the AC line voltage in your location. The line voltage requirements are contained within this manual.

Disconnect Power During Repairs

To avoid electrical shock, disconnect the game from the AC power before removing or repairing any part of the game. The power supply capacitor retains energy for a period of time even after the AC power is removed. Use care when working near them or on any circuitry connected to them.

Use the Proper Fuses

To avoid electrical shock, use replacement fuses which are specified in the parts list for this game. Replacement fuses must match those replaced in fuse type, voltage rating, and current rating. In addition, the fuse cover must be in place during game operation. Refer to the Power Supply wiring diagram for more information.

CAUTION!

Properly Attach All Connectors

Make sure that the connectors on each printed circuit board (PCB) are properly plugged in. The connectors are keyed to fit only one way. If they do not slip into place easily, do not force them, If you reverse a connector, you may damage your game and void your warranty.

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NOTICE REGARDING NON-ISLAND DESIGN PARTS

WARNING!
Use of non-ISLAND DESIGN parts or modifications of any Island Design game circuitry may adversely affect the safety of your game, and may cause injury to you and your players.

NOTE: This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of part 15 of Federal Communications Commission (FCC) Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area or modification to this equipment is likely to cause interference, in which case the user, at his own expense, will be required to take whatever measures may be required to correct the interference. If you suspect interference from an ISLAND DESIGN game at your location, check the following:

* All ground wires in the game are properly connected as shown in the game wiring diagram.

* The power cord is properly plugged into a grounded three wire outlet.

GAME SPECIFICATIONS

CHARACTERISTIC	SPECIFICATIONS
Power Consumption	
Temperature	+6 to +45 Degrees C
Humidity	Not to exceed 90% relative
Sunlight	Do not store, operate or use in direct sunlight
Line Voltage	105-132 VAC 60Hz (US Games)
Width	41.00"
Depth	57.50"
Height	66.25 "
Weight	Approx. 175 lbs.

CAUTION: For indoor use only.
CAUTION: Disassemble before moving

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GAME DESCRIPTION

SPIDER STOMPIN' is an easy to play game in which all players can play and enjoy from toddlers to adults. The internal programmed intelligence of the game makes adjustments to make it easy for young players and more difficult for the more skillful players. When a coin in inserted into either coin slot the 3 game start lights will start to flash. The player can press the green button for an easy game, the yellow button for and average difficulty game, or the red button for a hard game. The buttons on the foot pad will randomly start to flash. the object of the game is to stomp the buttons before the light goes out. The player scores points each time the button is stomped while the light is on. The player DOES NOT get extra points for stomping the buttons harder.

Each time a Spider is successfully stomped one stomp will register in the stomp window of the score display. Each time a player does not successfully stomp a spider a miss will be registered in the miss window of the score display. As the game progressed the percentage of stomps will be calculated and displayed in the percent window. Ticket payouts are based on the percentage of stomps, or a fixed number of tickets depending on your selected dip switch setting.

TICKET DISPENSER

Each SPIDER STOMPIN' game is shipped from the factory with a Deltronics Labs, Inc. model DL-I 275 Ticket Dispenser installed. Tickets are dispensed when the game has completed play. The number of tickets dispensed is a fixed number or based on the final percentage and is determined by the dip switches on the game PCB. The Ticket Dispenser Door Includes:

- Ticket counter
- Low Ticket Switch
- Low Ticket Indicator - lights when the ticket count falls below approx. 200.
- Ticket holder

For maintenance and troubleshooting instructions concerning the Ticket Dispenser, refer to the Deltronics manual included with the game.
The manufacturer reserves the right to change equipment and features at any time in its efforts to produce the best product possible.

BACK GLASS DISPLAY

The Back Glass display contains 3 windows for scoring.
The window labeled STOMPS shows the total number of spiders squashed.
The window labeled MISSES shows the total number of times the player missed the lighted buttons.
The window labeled PERCENT shows the percentage of spiders squashed.

CARTOON WINDOW
Lights in the cartoon windows should be replaced with 12V high brightness #89 Bulbs

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SERVICE PANEL

The Service Panel is located behind the coin door assembly, and includes:

- Coin Counter - Increments once each time a coin is dropped through either coin slot.
- Service Switch - The bottom black button on the service panel, it is used to add credits to the game without incrementing the coin counter.
- Test Switch - The upper red button on the service panel, it is used to put the game into the self-test mode.

SELF-TEST MODE

The SPIDER STOMPIN' tests itself and provides visual and audible indications of the condition of the game controls and circuitry. No equipment other then the game is required to operate the self-test mode.

We suggest that you perform a self-test when you first set up the game, once a day, when you collect coins from the game and whenever you suspect game failure.

Turn on the game. If anything strange happens such as bright flashes indicating blown fuses or lights immediately power down the game. Re-inspect all connections and consult an authorized skilled technician for help.

The self-test switch is located on the service panel behind the coin door on top of the coin bucket. Depress the switch once to enter self-test mode. Once the self-test has been entered you must completely run the test to it's completion or turn the game off in order to exit the self-test mode.

During the self-test mode all output devices (i.e. lamps, LED digits, ticket dispenser and counter, coin counter and speaker) are cycled through. At times while an output device is being tested and input switch may also be tested. The devices and switches are tested in the following order.

1. Three (3) coins are added to the coin counter.
2. The three sets of lights behind the queen on the marquee are cycled and finally all the lights behind the queen on the marquee will come on and then go off.

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3. The four cartoon box lights will cycle from the top box to the bottom box. After the cartoon box lights have cycled all cartoon boxes will come on and then go off.

4. The light on the EASY button will come on. The EASY light will only stay on for 15 seconds or until the button is pressed. If the EASY button is pressed you will hear an audible 'GO! ' and the self-test mode will immediately continue with step #5.

5. One (1) ticket will be dispensed along with a ticket dispense sound effect. If one ticket was successfully dispensed then one ticket will be added to the ticket counter.

6. The light on the MEDIUM button will come on. The MEDIUM light will only stay on for 15 seconds or until the button is pressed.. If the MEDIUM button is pressed you will hear an audible 'GO!' and the self-test will immediately continue with step #7.

7. Two (2) tickets will be dispensed along with a ticket dispense sound effect for each ticket. A ticket will be added to the ticket counter for every ticket successfully dispensed.

8. The light on the HARD button will come on. The HARD light will only stay on for 15 seconds or until the button if pressed. If the HARD button is pressed you will hear an audible 'GO!' and the self-test will immediately continue with step # 9.

9. Three (3) tickets will be dispensed along with a ticket dispense sound effect for each ticket. A ticket will be added to the ticket counter for ever ticket successfully dispensed

10 ,411 foot pad spiders will be cycled starting with the center queen spider then the bottom right-most spider and ending with the bottom left-most spider. Each spider will stay on for a maximum of 10 seconds. If the lit spider button is pressed then you will hear a crunch sound effect and the spider will immediately go out and the next one will come on until all spider lights and switches have been tested.

11 All sound effects and phrases will then be played in the following order:

Four (4) background drum clips
Five (5) crunch sound effects
Two (2) ouch sound effects
New Light sound effect
Game end sound effect
Coin drop sound effect
Ticket dispense sound effect
Very nice Stompin' human. Your a Winner!
Ah ha spiders win! But I hope you'll stick around to try again!
One more coin please!
Get Ready!
GO!
Hello!
Well, Well, Well, look what we caught!
Now for round number 2
Gulp!
Spin my spiderlings Spin!

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Oh Humans! Won't you stick around for a bit!
Hello! Please select EASY, MEDIUM or HARD game.
Humans! Won't you try Spider Stompin'
Wow! that was some fancy footwork!
Fantastic! Great! an expert spider Stomper!
Your good! Very Good! But perhaps next time?

CAUTION

Turn the game off before inspecting the inside of the game (i.e. Connectors, Fuses, PCB, bulbs or power supply).

CAUTION

All foot-pad spider light, cartoon box lights and lights behind queen on the marquee are to be replaced with #89 bulbs only!

CAUTION

The bulbs behind the select buttons (i.e. EASY, MEDIUM and HARD) must only be replaced with #1 6 **1** bulbs only!

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SWITCH SETTINGS

DIP SWITCH BANK #1 - What to do if game is not immediately selected

SW2	SW1	MODE
OFF	OFF	say 'HELLO!' every 20 seconds
OFF	ON	automatically start EASY game
ON	OFF	return to attract while waiting for start button
ON	ON	eat the credit

DIP SWITCH BANK #1- Number of Rounds

SW3	MODE
OFF	One (1) round
ON	Two (2) rounds

DIP SWITCH BANK #1 - Coins per Credit

SW5	SW4	MODE
OFF	OFF	One Coin Per Credit
OFF	ON	Two Coins Per Credit
ON	OFF	RESERVED
ON	ON	Two coins for first credit, One coin per credit while game already has a credit.

DIP SWITCH BANK #1- Attract Mode

SW7	SW6	MODE
OFF	OFF	Attract voice is frequent
OFF	ON	Attract voice is rare
ON	OFF	Attract volume is normal
ON	ON	Attract volume is lower then game volume

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DIP SWITCH BANK #2 - Ticket Pay Out Select

SW5	SW4	SW3	SW2	SW1	100% BONUS	AVG. TICKETS	MAX. TICKETS
OFF	OFF	OFF	OFF	OFF	YES	2	5
OFF	OFF	OFF	OFF	ON	YES	3*	6
OFF	OFF	OFF	ON	OFF	YES	4	7
OFF	OFF	OFF	ON	ON	YES	5**	8
OFF	OFF	ON	OFF	OFF	YES	6	9
OFF	OFF	ON	OFF	ON	YES	7***	10
OFF	OFF	ON	ON	OFF	YES	8	11
OFF	OFF	ON	ON	ON	YES	9	12
OFF	ON	OFF	OFF	OFF	YES	10	13
OFF	ON	OFF	OFF	ON	YES	11	14
OFF	ON	OFF	ON	OFF	YES	12	15
OFF	ON	OFF	ON	ON	YES	17	20
OFF	ON	ON	OFF	OFF	NO	2	4
OFF	ON	ON	OFF	ON	NO	3	5
OFF	**ON**	**ON**	**ON**	**OFF**	**NO**	**4**	**6**
OFF	ON	ON	ON	ON	NO	5	7
ON	OFF	OFF	OFF	OFF	NO	6	8
ON	OFF	OFF	OFF	ON	NO	7	9
ON	OFF	OFF	ON	OFF	NO	8	10
ON	OFF	OFF	ON	ON	NO	9	11
ON	OFF	ON	OFF	OFF	NO	10	12
ON	OFF	ON	OFF	ON	NO	11	13
ON	OFF	ON	ON	OFF	NO	18	20
ON	OFF	ON	ON	ON	NO	0	FIXED #
ON	ON	OFF	OFF	OFF	NO	1	FIXED #
ON	ON	OFF	OFF	ON	NO	3	FIXED #
ON	ON	OFF	ON	OFF	NO	5	FIXED #
ON	ON	OFF	ON	ON	NO	7	FIXED #
ON	ON	ON	OFF	OFF	NO	9	FIXED #
ON	ON	ON	OFF	ON	NO	11	FIXED #
ON	ON	ON	ON	OFF	NO	13	FIXED #
ON	ON	ON	ON	ON	RESERVED		

NOTE: * Recommended Setting for .020 Ticket Value
** Recommended Setting for .015 Ticket Value
*** Recommended Setting for .010 Ticket Value

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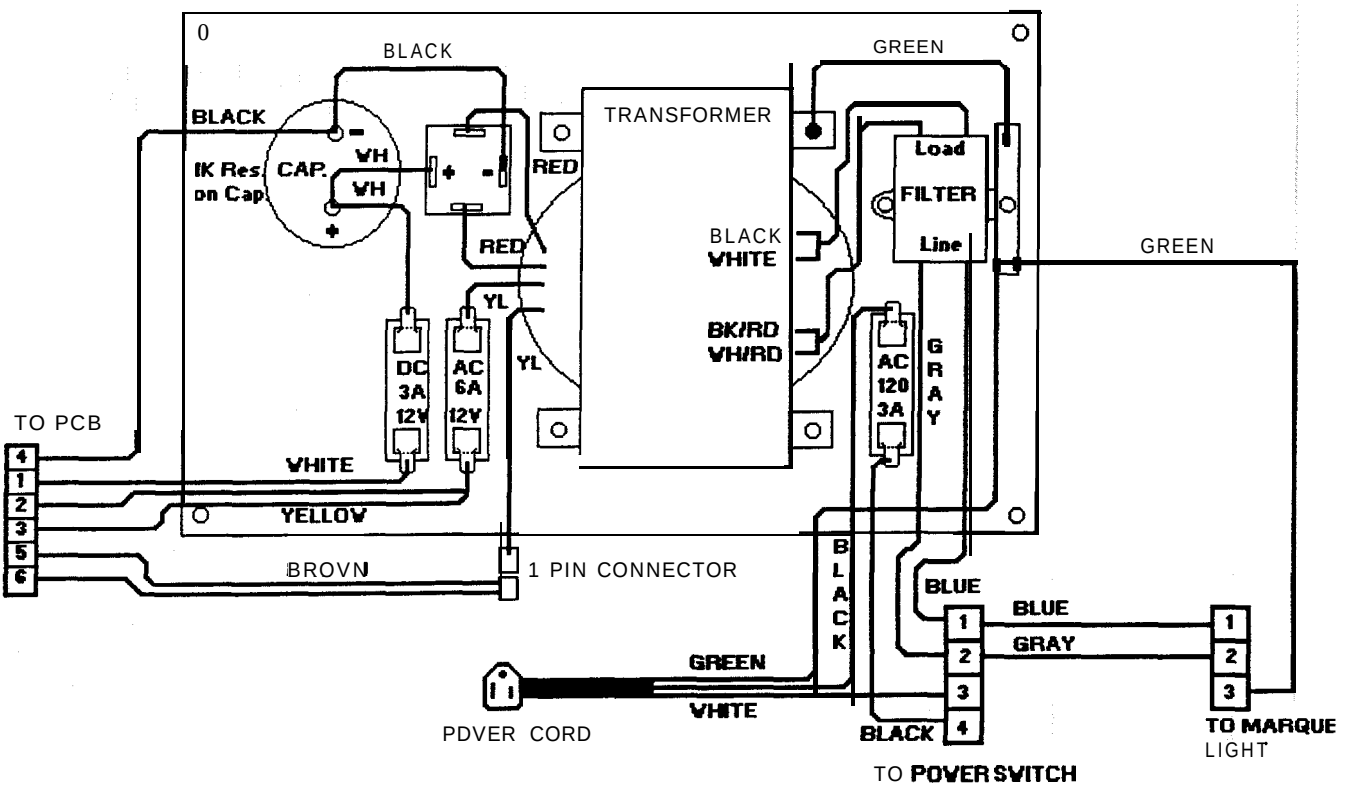
DIP SWITCH BANK #2 - Game Time Select

SW8	SW7	SW6	GAME TIME
---	OFF	OFF	Approx. 20 seconds
---	OFF	ON	Approx. 30 Seconds
---	ON	OFF	Approx. 40 Seconds
---	ON	ON	Approx. 50 Seconds
ON	---	---	RESERVED
OFF	---	---	RESERVED

POWER SUPPLY ASSEMBLY

POWER SUPPLY ASSEMBLY
WIRING DIAGRAM
P/N 515-0004-00



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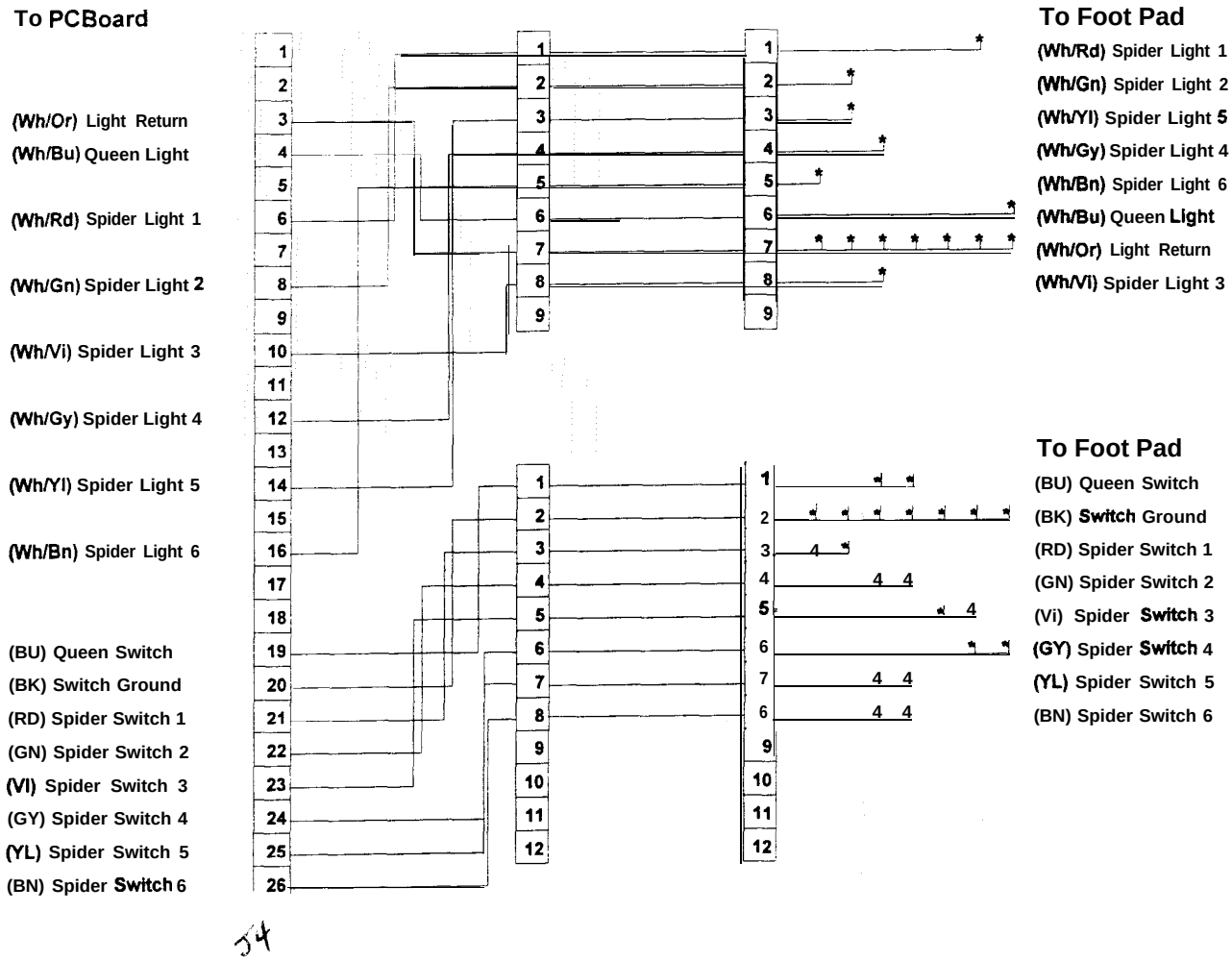
FOOT PAD HARNESS

FOOTPAD HARNESS



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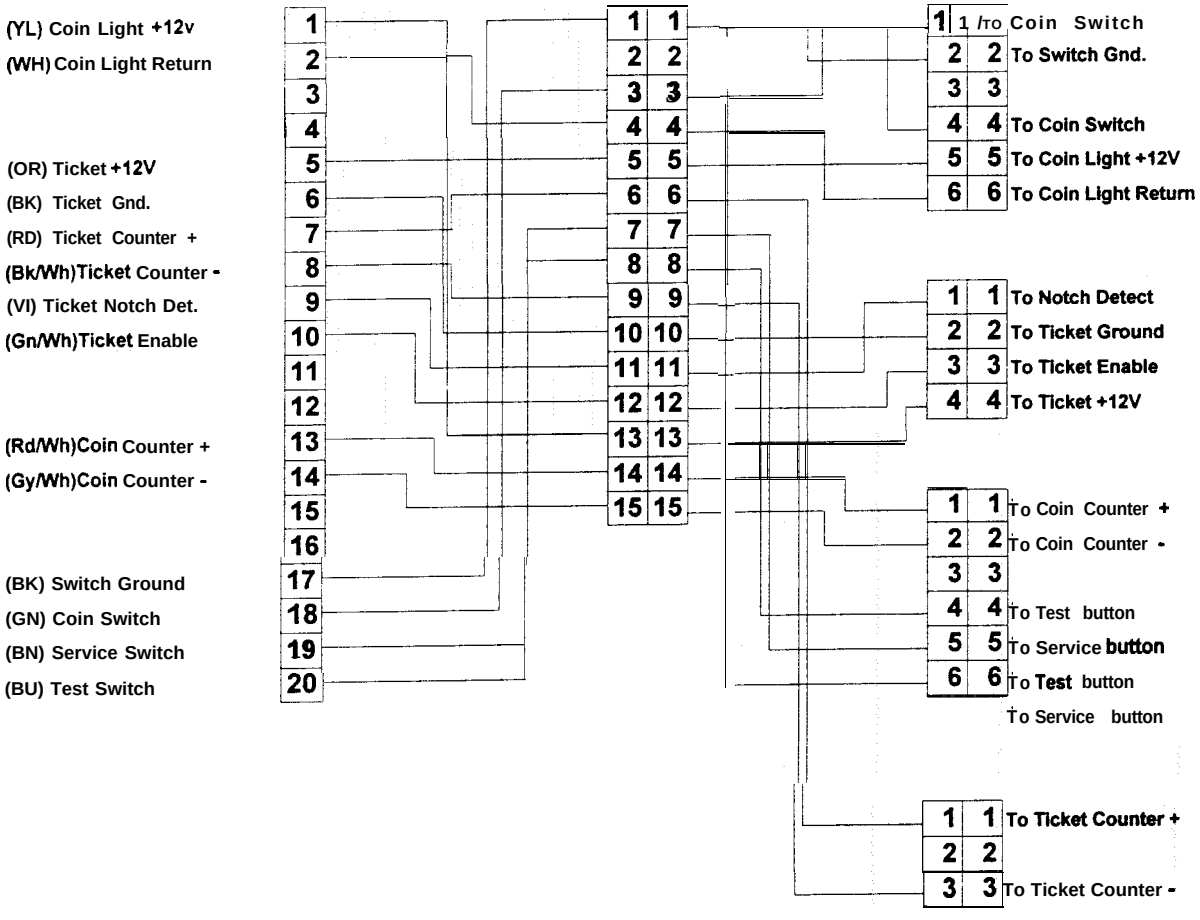
COIN / TICKET DOOR HARNESS

COIN TICKET PCB SIDE



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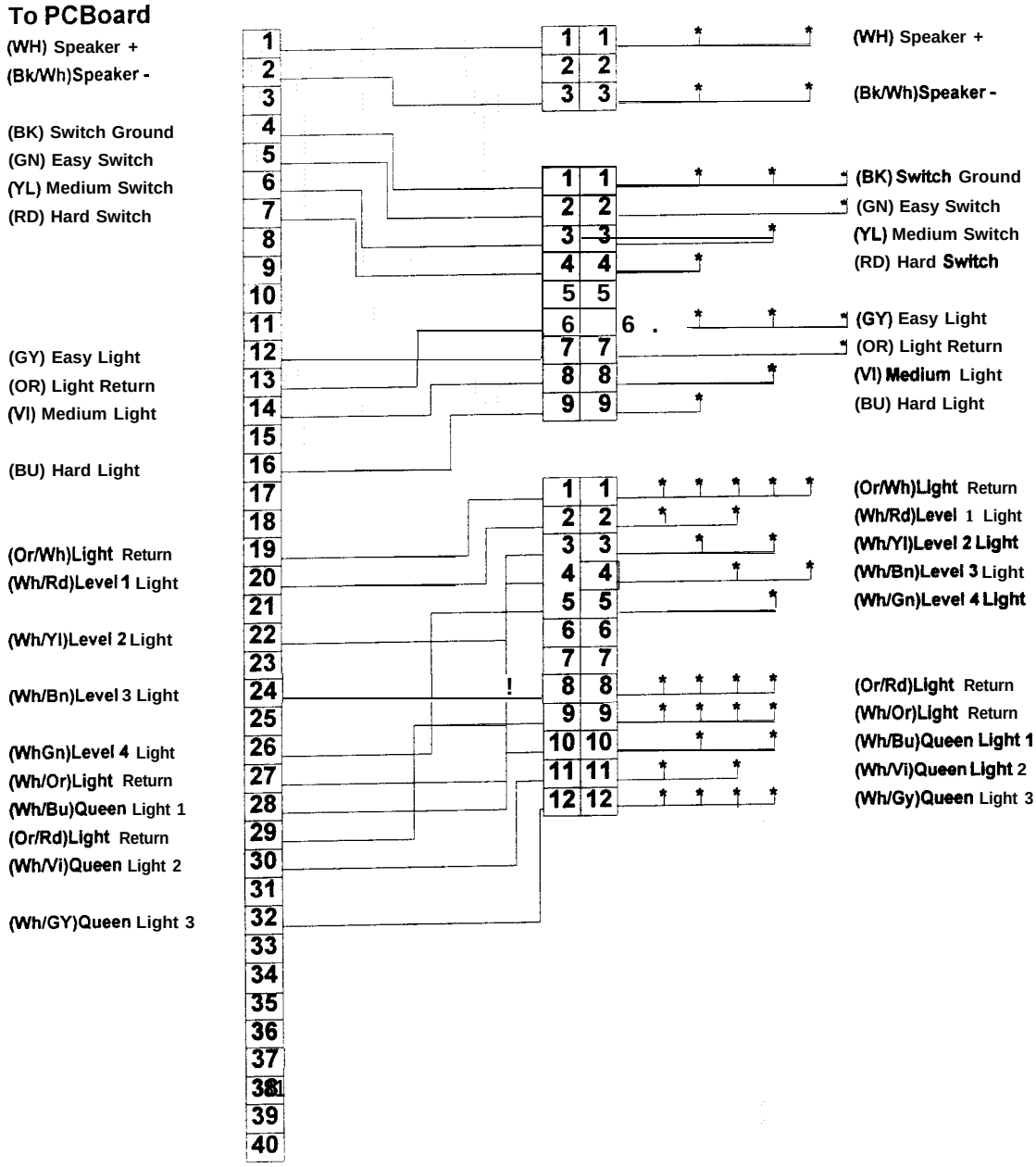
MARQUEE / CONTROL PANEL HARNESS

Marque/CPanel Hrns.



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